



Appendix 3 to Amendment B

Claims Marked-Up to Indicate Changes

3 Sir:

4 Pursuant to rule 121, the following is a copy of all of the claims amended by the
5 attached Amendment B, with all changes indicated by bracketing deletions and
6 underlining additions:

7 ~~(1) An auto racing board game preferably of such a scale as to permit use of~~
8 ~~popular 1/24 or 1/64 scale model racing cars as playing pieces, employing a~~
9 ~~method to govern movement of these playing pieces, the progress of which is~~
10 ~~based on and adjusted for statistical probability of various possible results~~
11 ~~available when rolling popular, six sided, casino style dice, wherein the game~~
12 ~~board is comprised of a playing surface having a plurality of racing lanes each~~
13 ~~being subdivided into an various numbers of advancement spaces including a~~
14 ~~starting space and a finishing space, wherein the number of spaces vary from~~
15 ~~one lane to another, the number of spaces in any given lane being inversely~~
16 ~~proportional to the probability of rolling a dice value allowing the car in that lane~~
17 ~~to advance, such that the probability of advancing to the winner's line is~~
18 ~~essentially equal for all playing pieces; and~~

19
20 ~~(2) a device as in claim (1) further comprising a plurality of playing pieces~~
21 ~~corresponding to the number of racing lanes, preferably in the form of miniature~~
22 ~~automobiles, dice being used for determining the advancement of said playing~~
23 ~~pieces, pit passes being dealt to indicate winning and losing lanes, chips~~
24 ~~preferably in the form of tire tokens (representing capital), tire haulers and~~
25 ~~winner's cups (both being receptacles for tire tokens), and yellow, red and black~~
26 ~~caution flags.~~
27

1 **3. An auto racing board game device, comprising a game-board, two dice**
2 **and playing pieces that progress across the board, this progress being**
3 **based on and adjusted for statistical probability of all possible results**
4 **available when rolling six-sided, casino-style dice, wherein the game**
5 **board is comprised of a playing surface having a plurality of racing lanes**
6 **with a maximum of one playing piece assigned to each lane, each piece**
7 **progressing a maximum of one space per roll, each lane being divided into**
8 **different numbers of advancement segments including a starting segment**
9 **and a finishing segment, the number of segments in any given lane being**
10 **inversely proportional to the probability of rolling a dice combination value**
11 **allowing the piece in that lane to advance, such that the probability of**
12 **advancing to through the lane segments from start to finish is essentially**
13 **equal for all playing pieces.**

14
15 **4. A device as in claim 3 further comprising;**

16 **a second chance element, imposing lane advantages and**
17 **disadvantages, preferably manifested in the form of cards being**
18 **dealt or drawn,**

19
20 **indicators representing penalty status for player errors or rule**
21 **infractions, these indicators preferably comprising yellow, red and**
22 **black caution flags,**

23
24 **capital, represented by tokens, preferably stylized as miniature**
25 **tires, and**

receptacles for capital tokens, preferably stylized as tire haulers
and/or winner's cups.

5. A device as in claim 3, wherein the playing pieces comprise miniature
model automobiles.

6. A device as in claim 3 of such a scale as to permit use of popular 1/24
or 1/64 scale model racing cars as playing pieces.

7. A method of playing an auto racing game comprised of;

providing a game board with segmented lanes, each lane including
a start and a finish,

providing playing pieces, each piece to progress, alone, along its
own segmented lane, the number of segments in any given lane
being inversely proportional to the probability of rolling a dice
combination equal to that given lane number,

governing the progress of each piece by a means of chance dice
rolls each piece being allowed to advance only one segment per
roll, advancing only upon a dice roll outcome that equals the lane
number of that given playing piece.

8. A method as in claim 7 further providing;

a means of introducing chance lane advantages or disadvantages,

1 a means of awarding penalties for player errors or rule infractions,
2 and symbols to represent award of these penalties,
3
4 capital, and a means of representing capital via tokens, and
5
6 receptacles for tokens representing capital.
7

8 9. A method as in claim 7 wherein the playing pieces provided are in the
9 form of miniature automobiles,
10

11 10. A method as in claim 7 wherein the game board lane segments are
12 provided of such a scale as to approximate the horizontal dimensions of
13 1/24 or 1/64 scale model racing cars, allowing said cars to be used as
14 playing pieces,
15

16 11. An article of manufacture comprising;

17 a game board comprised of a playing surface having a plurality of
18 racing lanes numbered two through twelve, each lane being divided
19 into advancement segments inclusive of a starting segment and a
20 finishing segment, the lanes numbered two and twelve having 2
21 segments each, lanes three and eleven having 4 segments each,
22 lanes four and ten having 6 segments each, lanes five and nine
23 having 8 segments each, lanes six and eight having 10 segments
24 each and lane seven having 12 segments.
25

1 dice which are rolled to govern movement of playing pieces,

2
3 playing pieces, of which a maximum of one is assigned to each
4 lane, each piece progressing a maximum of one lane segment per
5 roll and progressing only upon a dice roll that results in a
6 combination the sum of which matches the lane number of that
7 piece,

8
9 cards comprising a second chance element, as they are dealt or
10 drawn, imposing lane advantages and disadvantages, said cards
11 stylized as pit passes,

12
13 yellow, red and black caution flags signifying penalties for player
14 errors or rule infractions,

15
16 miniature tokens representing capital, stylized as tires, and

17
18 receptacles for capital tokens, stylized as tire haulers and/or
19 winner's cups.
20

21 12. An article of manufacture as in claim 11, wherein the playing pieces
22 comprise miniature model automobiles.

23
24 13. An article of manufacture as in claim 11 wherein the lane segments
25 are of such a scale as to approximate the lengths and widths of 1/24 or
26 1/64 scale model racing cars.
27

1 **14. A device as in claim 1, or a method as in claim 7 or an article of**
2 **manufacture as in claim 15 wherein the game board and playing pieces**
3 **comprise magnets and magnetic materials.**
4